



Richard Garriott ✓
@RichardGarriott



You can only imagine the resistance I got when: Ultima II box, Ultima II map, Ultima IV virtues, Ultima VII black box, Ultima VIII pentagram, Ultima IX existing, Ultima Online existing. I quickly learned to ignore the critics.

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Matthew Thiel @VeggiePirate · 15 oct. 2020

En respuesta a @doteaters y @RichardGarriott

This was also the first time a box for a PC game was ever *unsettling* to me.

10:26 p. m. · 15 oct. 2020 de Manhattan, NY · Twitter for iPhone

6 Retweets 70 Me gusta



Earl Green @LogBookGuy · 16 oct. 2020

En respuesta a @RichardGarriott

You got pushback on the virtues??!?

But...but... that's. the. whole. game. At least it was for me.



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Richard Garriott ✓ @RichardGarriott · 16 oct. 2020

I agree! But family & friends advised me, that all my "fan mail" described how everyone enjoyed killing LB & NPCs & stealing from shops & running from guards. They felt a "goodie two shoes" game would be rejected by players. I told them they were wrong. It became my 1st #1 game



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Personas relevantes



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Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!



Matthew Thiel
@VeggiePirate

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Recovering cynic



The Dot Eaters
@doteaters

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Retro videogame historian. I run a website about the early history of videogames. Open to collabs if someone has a retro game podcast or video on the boil.

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